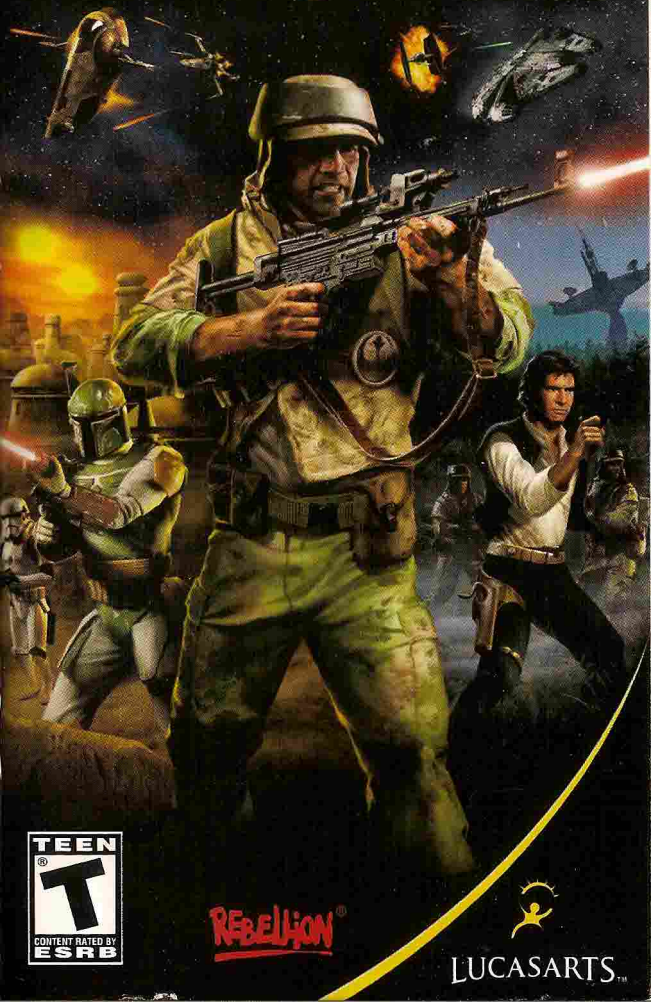


STAR WARS BATTLEFRONT®

RENEGADE  SQUADRON™



REBELLION®



LUCASARTS™

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation® Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation® Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing).
- Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape.
- Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



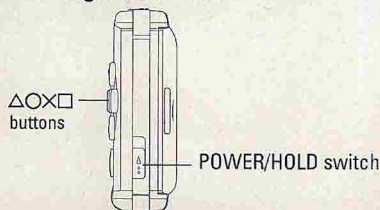
Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

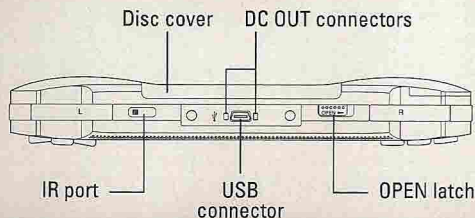
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SETTING UP YOUR PSP® (PLAYSTATION®PORTABLE) SYSTEM

Right side view



Front view



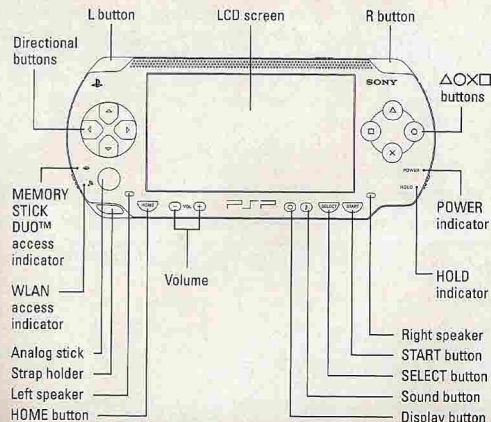
Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. From the PSP® system's home menu, select the Game icon and then the **Star Wars Battlefront™: Renegade Squadron™** icon. A thumbnail for the software is displayed. Select the thumbnail and press X on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

PSP® (PlayStation®Portable) system configuration



WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, upload and download data, and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad-Hoc and Infrastructure mode.

Note: *Star Wars Battlefront: Renegade Squadron* supports Ad-Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.

Star Wars Battlefront: Renegade Squadron is playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. The manufacturer is not responsible for any incurred Wi-Fi fees.

CONTROLS

(Wireless LAN Continued)

Infrastructure Mode: Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and details on setting up an infrastructure connection, please refer to the PSP® system's Instructional Manual.

Note: A WLAN access point is a device used to connect to a wireless network.

Ad-Hoc Mode: Ad-Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

PSP® (PLAYSTATION® PORTABLE) SYSTEM CONFIGURATION

MENU CONTROLS

Navigate menu/Highlight menu item.....	D-Pad
Select highlighted menu item	X
Previous screen/Return to Main Menu.....	O
Open Pause Menu	START

VEHICLE MOVEMENT AND ACTION

Move Forward/Backward and Turn Left/Right.....	analog stick
Fire Primary Weapon	X
Fire Secondary Weapon	□
Boost.....	L (Hold)
Strafe Left.....	L
Strafe Right	R
Enter/Exit Vehicle	D-Pad ↑
Cycle Target	D-Pad ↓
Switch Gunner Position.....	D-Pad ← or →



CONTROLS

INFANTRY MOVEMENT AND ACTION

Note: The control configuration is set to the default setting.

You can change the control configuration by selecting the Options Menu and choosing CONTROLS.

Move Forward/Backward and Turn Left/Right.....	analog stick
Fire Primary Weapon	X
Fire Secondary Weapon	□
Zoom/Increase Altitude (Jump Jets)	△
Free Look (while in Zoom Mode)	analog stick
Roll/Decrease Altitude (Jump Jets)	O + analog stick
Lock-on/Strafe	R
Jump.....	L
Sprint.....	L (Hold)
Activate Jump Jets.....	L (Double-Tap)
Enter Vehicle.....	D-Pad ↑
Cycle Primary Weapon/ Switch Force Power (Jedi).....	D-Pad ←
Cycle Secondary Weapon/ Force Power (Jedi)	D-Pad →
Cycle Target	D-Pad ↓

STARFIGHTER MOVEMENT AND ACTION

Pitch/Yaw	analog stick
Fire Primary Weapon	X
Fire Secondary Weapon	□
Roll/Dodge	O + analog stick
Engage Auto-pilot.....	△ (Hold)
Accelerate.....	R (Hold)
Thrust.....	R (Double Tap)
Decelerate.....	L
Enter/Exit Vehicle	D-Pad ↑
Cycle Targets.....	D-Pad ↓
Auto-Level	L + R or D-Pad →





IT HAS BEEN MANY YEARS SINCE THE BATTLE OF ENDOR.

The New Republic is sweeping away the vestiges of the Empire and returning democracy to the galaxy.

With the demise of Emperor Palpatine, the Jedi archives on Corsucant have been restored. The archivist Tionne is compiling a history of the rebellion for her records. Her research has uncovered a previously unknown Rebel force created after the battle of Yavin 4 known as RENEGADE SQUADRON. This is their story.

You are a member of this Renegade Squadron, a secret fighting force under the leadership and guidance of Han Solo. With the aid of his friend Col Serra and at the request of General Dodonna, Commander Solo has gathered the most seasoned battle-hardened fighters to protect the Rebellion and its interests.

Now you must prepare to go into battle on some of the most wretched hives of scum and villainy across the galaxy. Participate in a series of action-packed single-player battles or compete against up to fifteen other players online via multiplayer action. Personalize your trooper's appearance as you see fit with options specific for each of the four playable factions — Rebel Alliance, Empire, CIS, and the Republic. Battle across two *Star Wars* eras (Prequel and Classic) with customized weapons load-outs and take warfare to another level. Welcome to the battlefront.



Upon starting the game, you'll be asked to load a Profile or create a new one if none exists. Create and name your Profile, as well as choose a difficulty setting (NORMAL or ELITE) and press **X** to proceed to the Main Menu.

SINGLE PLAYER

Select **SINGLE PLAYER** from the Main Menu to go into **Star Wars Battlefront: Renegade Squadron's** Instant Action, Campaign, or Galactic Conquest modes. These modes provide full-featured gameplay for a person playing solo. Battles will be against computer A.I. instead of human beings. For more information on the specifics of the different single player game modes, see Game Modes, pg 17.

MULTIPLAYER

Select **MULTIPLAYER** from the Main Menu to access Infrastructure or Ad-Hoc mode. Infrastructure mode requires a GameSpy® account and allows you to play your games against other players via a WLAN access point. Ad-Hoc mode allows you to play a local game.

Note: If you have already created a valid network connection using the PSP® system software, skip this section and review the remaining sections.

Before you can play **Star Wars Battlefront: Renegade Squadron** online, you must have created a valid network connection. If you have already created and saved a network connection, you are prepared for war. If you have not already created one, you can use the Network Settings application in the PSP® system software menu under Settings to create and configure a new network connection.

Note: For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.

Customisation Menu

Customise Load-out

Personalise Rebel Alliance

Personalise Empire

Personalise Republic

Personalise CIS

Customise Load-out

Back

Select

CUSTOMIZATION

Customization allows you to customize your load-out and personalize the look of your character for the Rebel Alliance, Empire, Republic, and CIS. Use this menu to create a unique and distinct trooper for yourself. You can also create a new weapon load-out for your character to use, making it easy to take advantage of certain weapons or skills.

Note: See pages 12–16 for more information on Customization

OPTIONS

The Options menu provides four menus for changing the customizable features in the game:

- **Controls:** Toggle between DEFAULT/ALTERNATE control configurations, toggle the Y-axis invert ON/OFF for Infantry, Vehicle, and Starfighter controls, and adjust the Controls Sensitivity for Pitch, Yaw, Aim-Pitch, and Aim-Yaw.
- **View Medals:** Examine each of the medals you've won while playing the game in both Single Player and Multiplayer modes.
- **Audio Options:** Adjust the sound mixing and subtitles options.
- **AI Difficulty:** Choose between two difficulty settings: normal and elite.
- **Profile Management:** Saves your current profile, loads and deletes others, and toggles the Autosave function. More information is available in the Creating a Profile section of this manual.
- **Videos:** View the cutscenes that you've unlocked as you play the game, see the game credits, and watch bonus video content.

LEARN TO PLAY

Select this option to view a five Tutorial videos covering Battlefront Basics, Customization, Game Modes, Galactic Conquest, and Space Combat.



- 1 Health Meter:** The health bar represents how much damage you can take before being removed from the battlefield. If you are playing a Hero, this will turn into a lightsaber and slowly decrease over time.
- 2 Stamina Meter:** The stamina meter only appears when you are doing things that require stamina, such as rolling or sprinting. It depletes as you use these abilities and slowly refills over time. Certain maneuvers in Vehicles and Force Powers drain this bar, as well.
- 3 Reinforcement Meter:** These two symbols and their attached numbers represent the remaining amount of reinforcements for both sides. These decrease over the course of the battle. Your faction's reinforcements are blue, while the enemy's are red. During Capture the Flag games, this is replaced with a scoreboard. Scoring during Space Assault will count down from 100 with the possibility of going into the negative as more valuable Critical Systems are destroyed.
- 4 Directional Arrows:** These arrows point the way to nearby enemies if red, and flags objectives, if yellow.
- 5 Objectives Information:** This shows your target's name, health, and status. Computer-controlled targets have a small computer icon next to their name.
- 6 Mini-map:** The mini-map shows the location of your enemies and various key positions during the battle relative to your current location. Red dots represent your enemies and blue dots your allies. Red or blue dots enclosed in a circle represent Command Post. Arrows pointing up or down represent enemies or objectives that are higher or lower in elevation than your current position.

- 7 Primary Weapon Slot:** This is the slot for your main weapon. The icon shows the weapon that you have equipped, while the current amount of ammunition and remaining magazines are displayed to the right. You can change weapons via the direction buttons.
- 8 Secondary Weapon Slot:** This is the slot for your secondary weapons, such as off-hand explosives, DetPacks, power-ups, and special equipment. The icon to the left shows the equipped weapon and the remaining stock or charges is displayed to the right.
- 9 Target Reticule:** This serves as both your crosshairs and a warning for overheating weapons. When you run out of ammo, a gray meter will appear counting down the moments until you can use the gun again. If you're using a gun that can overheat, the meter will fill with a yellow-to-red gradient and stop you from firing until the gun gets a chance to cool down. Weapons that charge up, such as the Bowcaster or Carbonite Freeze Gun, have a purple meter. The Fusion Cutter has a green meter to show you how near you are to interacting with a turret or vehicle.

PAUSE SCREEN

RESUME PLAY

Resume Play will take you back into the battle.

OPTIONS

Adjust in-game settings. Audio Options alters the sound mix of the game according to your specifications and enables or disables subtitles. Controls Options adjusts the Y-Axis inversion of the control schemes for Infantry, Vehicles, and Starfighters. Alternate control scheme and control sensitivity.

RESPAWN

Respawn kills your player and returns you to a Command Post, giving you a chance to reconfigure your load-out and character.

QUIT TO MAIN MENU

Quit to Main Menu cancels your current game without saving and returns you to the Main Menu.



CHARACTER CUSTOMIZATION

You can load or create a Profile for **Star Wars Battlefront: Renegade Squadron** upon starting the game for the first time or from the Options menu. Creating a profile allows you to customize your character's appearance and maintain your player data as you progress through the game. Customizing your weapon load-out is a universal setting. No matter which faction you choose, you will be able to access those weapons. Personalization, however, is faction-specific. If you set up a Rebel Wookiee, you cannot use him on the Empire side.



CUSTOMIZE LOAD-OUT

Customize Load-out offers the ability to customize your character's weapons, health, speed, and capture speed at the expense of Credits. Activating or changing each option costs a certain amount of credits, while deactivating an option frees up those credits.



CHARACTER CUSTOMIZATION

PRIMARY AND SECONDARY WEAPONS

Weapon 1: Your primary weapon and likely the weapon you will be using for most of the game. It is important to pick a weapon that suits your play style for maximum efficiency. The default weapon is the Blaster Rifle.

WEAPON 1 INVENTORY

WEAPON	EFFECT
Blaster Rifle	The staple infantry weapon throughout the galaxy.
Arc Caster	Fires an arc of electricity that hits not only the target, but other nearby enemies.
Carbonite Freeze Gun	Freezes targets in place for a short time. The longer the shot is charged for, the longer the victim will be frozen.
Incinerator	Emits an intense wave of fire that causes lots of damage to close range targets.
Shotgun	Fires a spread of bolts, making it extremely deadly at close range.
Sniper Rifle	A blaster rifle modified with added sights and accuracy for long-range efficiency. Has extended Zoom functions.
Chaingun	Deadly, but requires a short time to charge up and will overheat after excessive use.
Bowcaster	Fires a spread of bolts. Hold and release button to launch a charged blast.
Rocket Launcher	A dumb firing rocket which explodes on impact.



CHARACTER CUSTOMIZATION

Weapon 2: Your backup or secondary weapon. They tend to be of lesser firepower, though weapons like the remote rocket or orbital strike gun are actually more powerful, or have limited ammo stock compared to your primary weapon. These are good in a tight spot, when you run out of ammo in your primary weapon, or when you need the extra firepower that an Orbital Strike brings. The default weapon is the Blaster Pistol, which has the added bonus of unlimited ammunition.

Each weapon has different attributes, and some are particularly suited for fighting a certain kind of enemy. Take this into account when choosing your load-out. You can also customize your load-out during the respawn portion of a match, or by going to a command post and pressing **↑** on the D-Pad.

WEAPON 2 INVENTORY

WEAPONS	EFFECT
Blaster Pistol	This sidearm is commonly used as a backup weapon. Overheats after excessive use.
Fusion Cutter	Repairs vehicles, turrets, and supply droids. It can also slice into enemy vehicles.
Trishot	A close range shotgun type weapon firing three bolts.
EMP Launcher	Fires an electromagnetic pulse towards targets.
Explosive Blaster Pistol	A blaster pistol firing bolts which explode on impact, with a small amount of splash damage
Grenade Launcher	Lobs grenades towards the target.
Guided Rocket	This rocket can be remotely controlled to hit enemies at long range.
Orbital Strike	Fires a beacon which, after a brief delay, triggers an ion cannon beam to fire down from the sky at the target.

EXPLOSIVES AND SPECIAL ITEMS

Explosives include your Thermal Detonators, Wrist Rockets, DetPacks, and other high explosive ordnance. These are fired by pressing **□**. Special Items include extra health and ammo packs, Auto Turrets, and Personal Shields. These enhancements allow for special moves or features during battle, but are not necessarily offensive weapons.

CHARACTER CUSTOMIZATION

EXPLOSIVES INVENTORY

WEAPONS	EFFECT
2xThermal Detonator	Standard issue explosives. Once thrown they explode after a short delay.
DetPacks	Once dropped they are remotely detonated by pressing the Secondary Attack button again.
Proximity Mines	An excellent weapon against those who don't watch their step!
Cluster Grenades	A powerful grenade that explodes in mid-air, separating into smaller charges that scatter and explode.
Wrist Rocket	These rockets are dumb-fired at targets from the wrist.

SPECIAL ITEM INVENTORY

WEAPONS	EFFECT
Health & Ammo Packs	Drops supplies onto the battlefield. Includes various medicines, emergency care tools, and ammo.
Auto Turrets	Useful for giving additional firepower and protection. Effective when placed to defend a command post.
Recon Droids	Deploy and remotely control to gather intelligence. Carries its own blaster pistol.
Stealth Suit	Technology to make yourself invisible. Drains your stamina whilst active.
Jet Pack	Press Jump while already in the air. Jetpack includes the ability to change level of height.
Jump Pack	To activate the Jump Pack, press Jump and then press Jump again while still in the air.
Personal Shield	While activated, damage is deflected. However, character movement is also restricted.

ATTRIBUTES

Health, Speed, and Capture Rate are all upgradeable attributes, with three possible extra levels, provided you have enough Credits to do so. Upgrading any of these can give you a serious boost in battle. Power Ups give you special abilities, such as Regeneration or Rage, and give you the edge you need to go the extra mile.

POWER UP / SPECIAL ITEM INVENTORY

WEAPONS	EFFECT
Rally	When activated, rallies nearby allies and the player, reducing the damage they receive for a short time.
Rage	When activated, damage of nearby allies and the player is increased for a short time.
Stamina	When activated, this grants a temporary increase to the stamina reserves of you and your allies.
Regenerate	When activated, causes nearby allies and the player to recover health for a short time.
Vehicle Auto-Repair	A passive power-up which slowly repairs vehicles and spacecraft while you are inside them.

PERSONALIZE

As well as customizing your weapons kit, you can customize the look of your character. Enter the Personalize Rebel Alliance, Empire, Republic, or CIS options in order to configure your character's wardrobe to your liking. Give your character a distinctive look so that everyone knows exactly who you are when you take them off the field of battle.



CAMPAIGN

Campaign is the main single player game mode and offers a classic *Star Wars* story and numerous battles for the player. It tells the story of **Star Wars Battlefront: Renegade Squadron** and gives you a path to follow from beginning to end.



CONQUEST

In Conquest mode, there are a number of Command Posts. Capturing these Command Posts gives you new spawn points for reinforcements and control of the map. Once you have captured all the Command Posts or depleted your enemy's forces, you will win.



SPACE ASSAULT

In space missions, you must destroy the critical systems on your enemy's capital ship while protecting yours at the same time. These systems tend to be on the chassis of the capital ship, though some are located inside the ship itself. In order to access the ones inside the ship, you must dock your ship manually or using the auto-docking function. Some space maps have the added bonus of neutral space platform Command Posts that give you access to better or different spacecraft that may give you an edge on your foe.



GALACTIC CONQUEST

Galactic Conquest mixes turn-based strategy with classic Conquest gameplay. You must use strategy in order to take control of the map and dominate your opponent. You can choose between two sides, the Rebels or the Imperials.

There are four phases to each turn, three of which are playable. During the rest, you can buy technology, move, and arrange your forces. The four phases are **TREASURY**, where you gain credits, **PURCHASE**, where you acquire new equipment and troops, **MOVEMENT**, where you engage in battle, and **REINFORCEMENT**, a replenishing phase. There are also three classes of planets: owned, neutral, and enemy planets. You can only add troops to your own planets, as long as they are not full.



PURCHASE

The Purchase phase is first and allows you to buy Tech/Comm equipment by pressing ☐. The available forms of Tech/Comm equipment are Logistics, Infantry, and SpaceTech, each of which has three levels that you can upgrade using the credits you earn each round. These increase your troop capacity, unlock Heroes, or unlock new units for you to use. You can also purchase Commanders for extra bonuses.

MOVEMENT

The Movement phase is second and allows you to maneuver your troops as you see fit. Moving your troops to a planet occupied by your enemy will result in combat. Combat can be auto-resolved via simulation or you can settle it by playing against the computer yourself. After attacking, you move on to the Reinforcement phase.

REINFORCEMENT

Reinforcement allows you to replenish your troops after combat. You can only replenish troops from nearby planets. Use this to arrange your troops in such a way that they can stand against the computer's attack phase.

CAPTURE THE FLAG

Capture the Flag is a classic team-based game of combat. You have access to three kinds of Capture the Flag: **1 FLAG**, **2 FLAG**, and **HERO CAPTURE THE FLAG**. If you are killed and drop the flag, the flag will stay in place for roughly thirty seconds before returning to its spawn point. You cannot pilot a vehicle or use jump jets while holding a flag.



1 FLAG: 1 Flag mode features one flag and two teams. There is a neutral flag located on the map that can be grabbed by either side. Once you have the flag, you must capture it by taking it to a certain zone in your enemy's base. 1 Flag is available on all space maps and some ground maps.

2 FLAG: 2 Flag mode features two flags and two teams. You and your enemy both have a flag located in your base. In order to score a point, you must retrieve the flag from your enemy's base and capture it in your base. At the same time, you must protect your flag and prevent the enemy from acquiring it.

HERO CAPTURE THE FLAG: Hero Capture the Flag mode features two flags and two teams. You can become a Hero by grabbing your own flag. This puts you on the defensive and you are unable to capture your enemy's flag. You must use the Hero's abilities to prevent the enemy from getting your flag even as you attempt to defeat the opposing hero so that your team can capture his flag.

INSTANT ACTION

Instant Action allows instant access to Conquest or Capture the Flag, space or ground-based, without having to go through Campaign mode.

You are given a list of planets and space sectors, an option to randomize the playlist, and options that enable you to alter the amount of computer-controlled bots that are present on any map. In addition, you can adjust the amount of reinforcements available in Conquest, the score needed to win in Capture the Flag, and the time limit for a battle.





COMMAND POSTS

Command Posts are an integral part of the game. They allow you to receive reinforcements for certain areas of the map, control areas of the map, and respawn in tactically sound positions. Once you control all the Command Posts, you have control of the entire map and have secured victory.

Command Posts are represented on your radar by way of a colored circle enclosed in a hollow circle. Blue circles are your Command Posts and red ones belong to the enemy. Near each Command Post are two stationary droids. One will refill your health and the other will refill your ammo.

Capturing a Command Post is a two-fold affair. First, you must clear out all the enemies from around their Command Post. Once all of them are gone, you must stand in the area around the Command Post until the red indicator on the right side of the screen turns gray, and then cycles to blue. Once it is blue, you've captured the Command Post. Capturing a Command Post isn't the end of the mission. You must also defend it and prevent the enemy from re-capturing a taken command post and turning the tide of battle.



HEROES

Heroes are characters from the *Star Wars* universe that are not normally selectable. A prompt will appear on-screen asking if you wish to accept or decline playing as a hero. If you accept it, you will have the hero until your time runs out or the hero dies. The hero's health and remaining time are measured by a lightsaber in the lower left corner of the screen. You can extend the life of your hero by killing enemies.

Note: Heroes cannot be customized, but come with several abilities. Pressing the Change Weapon buttons will switch your secondary attack.

VEHICLES

Vehicles allow you to cross maps quickly, decimate enemy forces, mount an armored attack on an enemy Command Post, or fight in space. Some vehicles support more than one rider at a time, and you can switch positions to one you feel is best. Heavy tanks and most walkers are effectively mobile turrets. You can drive to an area and find a good position, and then switch to the gunner seat and fire on an enemy.



INFRASTRUCTURE

Select INFRASTRUCTURE from the Main Menu to team up or fight against other **Star Wars Battlefront: Renegade Squadron** warriors in intense online combat using the PSP® system's Infrastructure and Ad-Hoc Modes. For Ad-Hoc Mode, see Ad-Hoc, pg. 26.

• A valid network connection is required to play online. See Creating a Network Connection below for detailed instructions.

Star Wars Battlefront: Renegade Squadron is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you are able to connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.

Before you can play **Star Wars Battlefront: Renegade Squadron** online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP® system software menu under Settings.

Note: For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.

Note: If you experience connection issues, ensure that the WLAN Power Save mode is OFF. The WLAN Power Save is located in the PSP home menu in Power Save Settings of the Settings column.

GAMESPY ACCOUNT

Infrastructure mode requires a GameSpy account to play online. You can either use an existing GameSpy account or create a new one directly from the Infrastructure menu screen. Follow these steps to enter Infrastructure mode.

1. Select INFRASTRUCTURE from the Multiplayer Menu.
2. If you already have a GameSpy account, select LOGIN TO EXISTING GAMESPY ACCOUNT. If not, select CREATE NEW GAMESPY ACCOUNT.
3. Enter a unique Nickname. It must be between three and twenty-three characters long. If it is already registered, you will have the option of having a new name suggested for you or starting over.
4. Enter a valid e-mail address. This e-mail address must not be linked to a GameSpy ID.
5. Enter a password. This password should be known only by you and memorable. A mix of letters and numbers are the best solution. This password should not be the same as the one for your e-mail address, as well.
6. If you wish to have your password saved, check the Remember Password box.
7. Select LOGIN to log online and be taken to the Infrastructure Lobby. You are now connected to **Star Wars Battlefront: Renegade Squadron** online. You can Select from JOIN, CREATE, or PLAYER RANKINGS.

ONLINE LOBBY

Once you have connected online to **Star Wars Battlefront: Renegade Squadron**, you will be taken to the Online Lobby where you can use the directional buttons $\uparrow$ and $\downarrow$ to cycle between the Join, Create, and Player Rankings screens.

JOIN SCREEN

Select JOIN to join an already created battle being hosted by other players. Highlight an available server from the Server List and press X to confirm your choice. Important information, such as the Server Name, Game Type, Map Name, Number of Players, and Ping is displayed here. To refresh the list, press $\square$.



CREATE SCREEN

Select CREATE to create and host your own battle or playlist of battles based on your filter options. Creating a battle allows you to choose from a host of options to configure the battle to your specifications.



Enter a server name and select CONTINUE to access the Create Game Option Menu. Use the directional buttons $\leftarrow$ and $\rightarrow$ to cycle between each option and $\uparrow$ and $\downarrow$ to highlight each choice. The option window on the left allows you to choose the Planet, Game Mode, and Era (Classic or Prequel), while the Playlist window on the right displays the Maps you've created. To delete a Map from the Playlist window, highlight the Map and press $\square$. To delete all Maps from the Playlist window, highlight the window and press Δ . The options in the middle allow you to further configure each battle. When you're ready, highlight LAUNCH and press X.



RANDOM

Allow the computer to configure a random series of five battles automatically.

GLOBAL OPTIONS

Max Players per battle: Set the maximum number of players per game, which ranges from 1-16.

Max Players per team: Set the maximum number of players per team, which ranges from 1-8.

GAME MODE OPTIONS

Conquest Initial Tickets: Set the number of reinforcements you can utilize, which range in increments of five from 25-100.

CTF Score Limit: Set the score limit for Capture the Flag, from 1-99.

Time Limit: Set the battle time limit, which ranges in increments of five, from 5 to 60 minutes. With no limit set, the game will last until the host PSP exits the game.

TEAM SELECTION

Once you've created a battle, you will be taken to the Team Selection Screen. Highlight the team you want to play on and press X. Choosing AUTO will allow the computer to select for you.

Note: The available teams will differ depending on the Map and Era you've selected.



STAGING AREA

Before jumping into the match, you can prepare your character for battle by adjusting a variety of customizable options. When you're ready to begin the battle, press **X**.



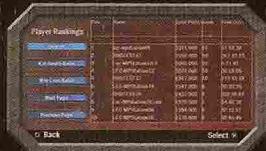
Command Post: Choose the Command Post from which to spawn. Use the directional buttons **↑** and **↓** to cycle through the available locations.

Customization Menu: Personalize your character's appearance. For more information, see Personalize, pg. 16.

Weapon Preset: Change weapons and special items before heading into battle. For more information, see Customize Load-out, pg. 12.

PLAYER RANKINGS

The Player Rankings Menu allows you to view your rank as well as the top ranked positions for a variety of statistics, such as Win: Loss Ratio and Kill: Death Ratio.



AD-HOC

Upon selecting Ad-Hoc, you have the option to JOIN or CREATE a game. Creating a game in Ad-Hoc mode functions similarly to Instant Action in single player. You are greeted with a list of possible planets to play on, an option to randomize them, and further options to increase or decrease the amount of bots, player limit, score limit, and time limit of the game. When you have configured the playlist to your satisfaction, select Launch to begin the game.

Note: Ad-Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

MEDALS AND AWARDS

You earn medals awards during single or multiplayer games by fulfilling certain objectives, such as killing a certain amount of enemies or maintaining a certain level of accuracy. These achievements serve to prove your skill in **Star Wars Battlefront: Renegade Squadron**. We've listed a few of the medals below.

ACHIEVEMENT	MEDAL NAME
Complete the campaign	Renegade Leader
Win at galactic conquest mode	Galactic Overlord
Get 300 kills online	Multiplayer Maverick (Gold)
Destroy 50 vehicles while on foot	Tank Buster (Gold)
Get 100 kills while in a spacecraft	Rogue Leader (Gold)
Get 150 kills with heroes	Jedi Master (Gold)
Finish on the winning team 5 times	Conqueror (Bronze)
Capture 5 flags	Flag Carrier (Bronze)
Capture 50 command posts	Capture Master (Gold)
Team victory on every map	Conqueror Supreme
Deliver the final blow to 10 heroes	Hero Vanquisher
Slice into 15 vehicles	Super Slicer

STAR WARS BATTLEFRONT: RENEGADE SQUADRON

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The greatest girl on the planet, my lovely Vanessa.

The Coleman Family and all my friends,

The strongest lady I ever knew Lea Adza. R.I.P.

The Hanamato Family

The Adza Family

The Valenzuela Family

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Goodtimes

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Elyse for the candy

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Very Special Thanks

George Lucas

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.



THRILLVILLE

OFF THE RAILS

NEW
WHOA COASTERS!
Build and ride
roller coasters that
can only happen in
Thrillville: Off The Rails!

PLAY IN THE BEST THEME PARK EVER... YOURS!

NEW!



OVER 30 MINIGAMES

Play four-player mini-
games with 14 all new ones!



NEW!

SOCIALIZE

Befriend your park guests
to solve a mystery together



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